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THE WITCHER[®] 2

ASSASSINS OF KINGS

USER MANUAL


- 
- Players must be connected to the internet to activate and run the game the first time, and the initial activation will include a file to download.
 - Each copy of the game can be activated on up to 5 computers per player.
 - The license can be revoked by the end user on any of the installed computer systems and reactivated at any time on any computer.
 - Activations are automatically revoked two months after initial activation, allowing you to reinstall the game and reactivate it without any extra hassle if dormant for some time.

Table of Contents

1. Before you begin 4

- 1.1 Game and driver installation 4
- 1.2 New game 4
- 1.3 Options..... 4
- 1.4 Saving and loading the game..... 5
- 1.5 Exit game..... 5

2. Beginning the game and the tutorial. 5

- 2.1 Game interface 5
 - 2.1.1 Main gameplay screen 5
 - 2.1.2 Medallion 7
 - 2.1.3 Quick selection menu 8
 - 2.1.4 Inventory panel..... 9
 - 2.1.5 Journal panel 10
 - 2.1.6 Map panel..... 11
 - 2.1.7 Meditation 11
 - 2.1.8 Character traits 12
- 2.2 Exploring the game world 12
- 2.3 Minimap and markers 13
- 2.4 Interactions 13
- 2.5 Dialogues..... 11
- 2.6 Gameplay dialogues..... 13
- 2.7 Quick Time Events..... 13

3. Combat 15

- 3.1 Movement 15
- 3.2 Melee 15
 - 3.2.1 Dealing blows 15
 - 3.2.2 Blocking and counterattacking 15
- 3.3 Witcher magic 16
 - 3.3.1 Signs..... 16
- 3.4 Bombs, daggers and traps 17

- 3.5 Temporary effects..... 17
 - 3.5.1 Potions and oils..... 18
 - 3.5.2 Places of Power 18
 - 3.5.3 Critical effects 18
- 3.6 Finisher moves and adrenaline... 19

4. Character advancement..... 20

- 4.1 Experience 20
- 4.2 Abilities 20
- 4.3 Development paths..... 20
 - 4.3.1 Ability listing 21
- 4.4 Mutagens..... 25

5. Alchemy..... 26

- 5.1 Types of alchemical mixtures... 26
- 5.2 Acquiring formulae 27
- 5.3 Ingredients..... 27
- 5.4 Preparing mixtures and bombs .. 27





6. Inventory 30

- 6.1 Sword and armor upgrades 30
- 6.2 Crafting items 30

7. Minigames 31

- 7.1 Dice poker 31
- 7.2 Fistfighting 32
- 7.3 Arm wrestling 32

8. Default keys..... 33

-  **Español (Quickstart) 34**
-  **Português (Quickstart)..... 37**
-  **Svenska (Quickstart) 40**
-  **Suomi (Quickstart)..... 43**

1. Before you begin

1.1 Game and driver installation

Place **The Witcher 2: Assassins of Kings** game disc in your DVD drive.

The initial installation screen will automatically appear if autorun is enabled. If it is not, execute the Setup.exe file from the DVD drive.

Follow the instructions on-screen. Select the fast installation option to install the game in a default directory, or the non-standard installation option to select the installation directory yourself.

You will be able to run the game after installing it.

The Witcher 2: Assassins of Kings requires DirectX® 9.0c drivers or better. If you do not have DirectX®, the installer will ask you to accept a license agreement and will install the most recent DirectX® version.

1.2 New game

Select this option to begin a new game. There are four difficulty levels available.

Low – for inexperienced gamers. Geralt meets weaker opponents and receives less damage, while he himself deals more damage. Most battles can be won using only a sword.

Medium – for mid-advanced gamers. The opponents' levels are normal. The gameplay is balanced. Most battles can be won using a sword and magical signs.

High – for very experienced gamers. Opponents deal high damage, and it's harder to acquire items. Many battles require the use of a sword, magic and alchemy.

Insane – for unusually skilled gamers who expect an extremely high difficulty level. Opponents deal very high damage and no saved game can be loaded if Geralt dies. This difficulty level is harder than High.

1.3 Options

Choose this option to set the game options you like.

Gameplay options – this panel allows you to change gameplay options, such as displaying subtitles and keys onscreen, minimap markers and controls.

Graphics options – this panel allows you to change display settings – saturation, contrast and resolution.

Sound options – this panel allows you to configure the volume of music, background sounds and dialogues.

Extras – this panel allows you to view additional game material.

1.4 Saving and loading the game

The game will automatically make a savegame from time to time at important points. You should also save the game yourself in the moments you deem appropriate. The F5 key serves that purpose. You can load a saved game by selecting the „Load game“ option in the menu, where you will find a list of saved games. When in game, you can use the quickload key to load the most recent savegame.

1.5 Exit game

Choose this option to exit the game.

2. Beginning the game and the tutorial

You play the game as Geralt of Rivia. You begin the game in the La Valettes' dungeons, interrogated by Vernon Roche. Your first task is to convince the man he has no right to detain you.

Every time you have a chance to make a new action, learn gameplay mechanisms and the interface, a tutorial will appear on-screen. It will then explain basic game elements to you.

2.1 Game interface

The interface allows you to learn all information concerning the game and its story.

2.1.1 Main gameplay screen

The main gameplay screen displays the game world.



Minimap – shows your position in the game world. It displays markers concerning important locations and quests. It indicates the direction you should head to in order to complete the presently tracked quest.

Time indicator – displays the current time of day.

Tracked quest – displays the presently tracked quest and a short description of its goals.

Sign and quickslot indicator – displays the presently selected sign and item in the quickslot.

The main screen also displays information visible only for a set amount of time. These include:

Quest updates – displayed when a quest enters a new phase or is completed.

Tutorial – short information helpful during the game.

Temporary effect timers – timers displaying how long the effects of a potion, oil, Quen sign, Place of Power or critical effect will last.

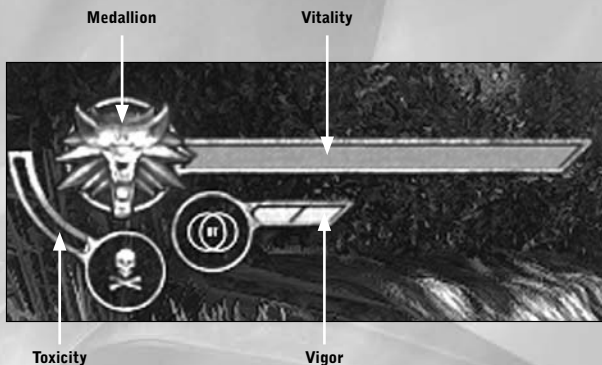
Interaction indicator – displayed when it's possible to interact with a character or item.

Looting window – displayed when you can pick some items up. It displays the four most valuable items from a given container.

Combat log – displayed during combat, it informs about the amount of damage dealt and received.

Adrenaline bar – displayed beneath the player's status when you are able to gain adrenaline from blows, signs or intoxication.

2.1.2 Medallion



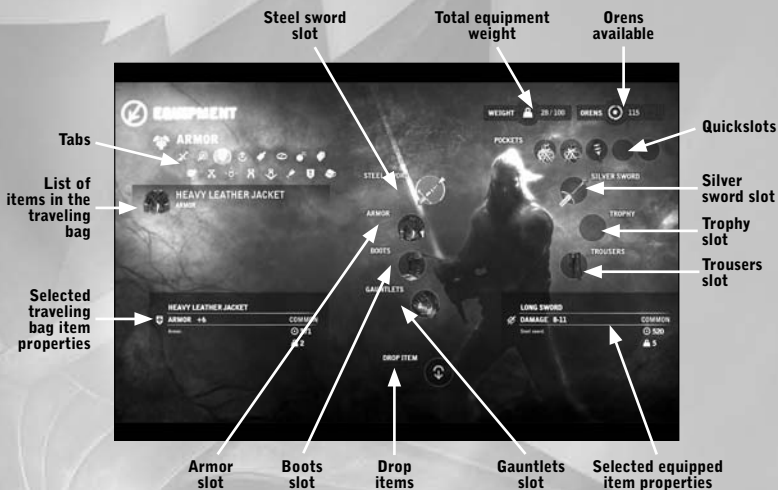
Medallion – can be used when energized, as indicated by a pulsating yellow aura. The medallion highlights items, herbs, monsters and places of Power.

Vitality – indicates the character's health level. Should it be depleted due to damage taken, Geralt will die.

Vigor – indicates the amount of the hero's vigor points. Vigor points are necessary to use signs and blocking enemy blows.

Toxicity – indicates the level of the hero's intoxication. A high toxicity won't allow you to consume additional potions, meaning you will have to wait for the toxicity to fall.

2.1.4 Inventory panel

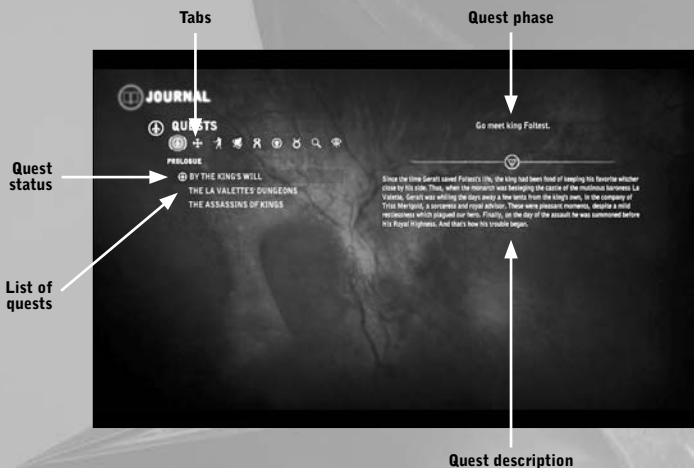


The inventory panel is divided into two parts. Your traveling bag and a list of items within it are visible to the left. Presently equipped items are visible to the right. Items can be moved between the traveling bag and the equipment slots.

The travelling bag is divided into tabs that display various types of items: weapons, ranged weapons, armor, upgrades, traps, bombs, books, trophies, mutagens, alchemical ingredients, crafting components, diagrams and formulae, baits, quest items and a tab displaying all items.

2.1.5 Journal panel

The journal contains all information on the game world and gameplay elements. It is divided into the following tabs: quests, locations, characters, monsters, crafting, tutorials, alchemy, glossary and retrospections.



Quest tab

Displays all quests that Geralt has accepted, including their descriptions and status.

Quest statuses:

- ⊕ quest tracked
- ✓ quest successfully completed
- ✗ quest failed
- ! new journal entry or entry actualization.

The other tabs have a similar structure. The crafting and alchemy tabs will allow you to view diagrams and formulae that Geralt knows.

2.1.6 Map panel

This panel allows you to view your position in the game world and to see information on important locations.



2.1.7 Meditation



Meditation allows you to access four panels:

Alchemy – which allows you to create mixtures based using the formulae you know.

Drink potions – which allows you to drink prepared potions.

Rest – which allows you to pass time until a selected hour.

Character – which allows you to distribute talents and learn new abilities.

2.1.8 Character traits

This panel displays all your statistics concerning attack, defense, regeneration, bonuses and chances, as well as critical effect immunity.



2.2 Exploring the game world

You see the game world in TPP view and move Geralt using the W, S, A, and D keys. You rotate the camera using the mouse so as to have the best view of in-game events.

2.3 Minimap and markers

The minimap allows you to view your in-game position at a glance. The following markers are visible on the minimap:



- tracked quest



- important character



- craftsman





- shop



- inn

Furthermore, your enemies are visible on the minimap in the form of red dots.

2.4 Interactions

Thanks to using a mechanism of precise target selection, all in-game interactions are supported by the left mouse button . When interacting with an item is possible, information regarding the type of interaction will be displayed on-screen. The most important interactions are: beginning dialogue, picking up an item, picking herbs, passing a door and scaling an obstacle, lighting a lamp, viewing a notice board and many, many more. When two types of interactions with a given item or person are possible, the right mouse button  is also used for interacting.

2.5 Dialogues

When you talk to other characters, the things said by both them and you will be displayed at the bottom of the screen. Dialogue options are displayed in a list on the screen's right, and you can pick the option you want using either the mouse or the keyboard arrows and the Enter key.

2.6 Gameplay dialogues

When talking to other characters, you will often see gameplay icons next to the dialogue options. They are used to enter special panels or minigames. The icons are as follows:



Trade – opens a shop panel, which allows you to buy or sell various items.



Craft an item – opens a crafting panel, which allows a craftsman to use items and diagrams provided by you to craft an item, such as a sword or armor.



Bribe – allows you bribe the character. Sometimes you will have to use this option to gain information.



Intimidation – one of the forms of influencing the character you are talking to. Intimidation can fail, and failures will affect how the rest of the discussion transpires



Persuasion – one of the forms of influencing the character you are talking to. More pleasant than intimidation.



Axii - one of the forms of influencing the character you are talking to. Makes use of the Axii Sign.



Dice pokers – begins a dice minigame.



Fistfighting – begins a fistfight.



Armrestling – begins an armrestling minigame.



Exit dialogue – Allows you to finish the discussion.

2.7 Quick Time Events

In some sections, the Quick Time Event (QTE) mechanism will be a gameplay element. It requires you to press the appropriate key when a hint is displayed on-screen. If the key hint is accompanied by a bar, it means you'll have to hold the key until the bar is full. A failed QTE may have dire repercussions, so beware.

3. Combat

Combat is an inseparable part of a witcher's profession, so you will have many chances to perfect your fighting abilities in-game.

3.1 Movement

Movement in combat is not drastically different from regular movement. You can move Geralt using the W, S, A, and D keys. You rotate the camera using the mouse so as to have the best view of in-game events.

Rolling is an important maneuver, as it helps to quickly avoid blows or increase or decrease the distance to an enemy. Rolling forward is done by pressing the Space key. Pressing an appropriate movement key (W, S, A, and D) twice will result in a roll in the selected direction.

3.2 Melee

Steel and silver swords, typical weapons of the witchers, are available in-game. Steel swords are more effective when fighting sentient races, while the silver ones are used against monsters. It may turn out that you'll have to use an improvised weapon – a pick or an axe – and in rare circumstances even your fists.

3.2.1 Dealing blows

You attack your enemies by pressing either the left or the right mouse button. The left mouse button is used for swift blows, while the right mouse button is used for strong blows. You must use either strong or swift blows depending on the enemy you face. Swift blows deal less damage than strong blows, but are an excellent choice when facing agile opponents who use no armor or shields. If you face less agile but better armored opponents, the strong blows will be more appropriate – dealing them takes more time, but they have more strength behind them, which results in greater damage dealt to enemies.

When you're in combat, the closest enemy is automatically selected (this is represented by an icon on his body and a health bar over him), and pressing LMB or RMB will result in making a blow in his direction. To attack a target other than the one currently selected, all you have to do is rotate the camera or press a movement key (W, A, S or D).

3.2.2 Blocking and counterattacking

When you're fighting a strong enemy, or one equipped with a shield, it's a good idea to block his blows. Parrying an enemy's blow successfully strikes him off balance,

making it easier to attack him. You block by pressing the E key. Vigor points are necessary to block.

After getting the Riposte skill, you will be able to effectively impressively counter enemy attacks. You begin the counterattack with your block up (holding the E key) – when an opponent will try to land a blow on you, the icon on his body will turn into a sword icon for a moment, signifying the best opportunity to counterattack. At this point you should press LMB and Geralt will make a dodge and a dynamic riposte.

3.3 Witcher magic

Though witchers tend to use swords when fighting, they also can use special spells – known as Signs – that can not only wound opponents, but also give them tactical superiority. To cast a Sign you select it using the quick menu and then press the Q key or the middle mouse button. Casting a Sign costs one point of vigor.

3.3.1 Signs

Geralt uses five basic Signs and a special one, which is only available after getting the Magical sense skill (see subsection 3.6 and section 4). Signs can be upgraded (See section 4).



The Aard Sign – a telekinetic wave that can throw back, knock down or stun an opponent. This Sign can also be used to destroy obstacles, for example crumbling walls.



The Yrden Sign – a magical trap placed on the ground, which will wound and immobilize opponents. The Sign's basic level allows you to place a single Yrden Sign on the ground. After upgrading it, you'll be able to place up to three Yrden Signs at a time. These will work in unison, creating an impassable barrier.



The Igni Sign – a gush of flames that wound opponents. When upgraded, the Sign has a chance of incinerating opponents and has a larger area of effect.



The Quen Sign – a protective shield that lasts for 30 seconds at the Sign's basic level. It is a Sign that Geralt uses on himself – the Quen absorbs all damage directed at you, and the upgraded version reflects 50% of the damage at the enemy. While the Quen is in effect, Geralt cannot regenerate vigor.



The Axii Sign – a charm placed on an opponent. If the charm attempt is successful, the enemy will become your ally for a short while, fighting at your side.

3.4 Bombs, daggers and traps

Apart from the Signs, Geralt also has access to bombs and daggers that allow him to attack at a distance longer than the sword's blade, and traps that can be placed on the ground. To use daggers, you must first get the Dagger throwing skill.

Daggers are a standard ranged weapons, and are effective against weaker opponents. Bombs, on the other hand, are useful against groups of enemies. Your bombs can have several effects – stunning, incineration or poisoning.

You can throwing daggers and bombs in two ways. The auto-aiming mode is used against the currently selected target. When you quickly press the R key, the dagger or bomb will hit that target. The manual aiming mode, allows you to use the mouse to aim. In order to do so, you should press and hold the R key until a crosshair appears. This will allow you to aim the mouse and throw your projectile by releasing the R key.

You also use the R key when setting traps. After you press it, Geralt will begin placing a trap at the spot he's currently in. Keep in mind that setting a trap takes some time, so if there is an enemy nearby, it's better to use other means of dealing with him.

You will find a list of bombs in section 5.

3.5 Temporary effects

Various temporary effects may be in effect in combat. These are reflected by timers in the upper part of the main gameplay screen.

3.5.1 Potions and oils

Potions and oils temporarily raise your combat statistics, and must be used before entering combat. Using them, you can increase your damage, regeneration or chances of causing a critical effect.

Drinking potions – to drink a potion enter meditation and pick the „Use mixtures“ option. To the left you will see a list of available potions, while to the right you will see the potions currently in effect, along with your toxicity level. Pick the potion you wish to drink and press the Space key. You will see how intoxicated you will become if you drink the potion. Then press Enter and you will drink the potion. Two potions can be in effect simultaneously, and three after you get the Taster skill.

Coating blades – to coat your blade with an oil, enter the inventory panel and pick the „Oils“ tab. Drag the oil you’re interested in to your sword, and it will be applied. When viewing the sword’s properties, you’ll be able to see what oil is currently in effect, and how long it will remain so.

3.5.2 Places of Power

A Place of Power is a focus point of arcane energies, which can be recognized by ripples in the air. When you spot a place like that, use your medallion and enter the ripples to activate it. Places of Power temporarily raise your statistics, such as vitality regeneration or Sign power. They provide additional support in combat.

3.5.3 Critical effects

Critical effects – these include poisoning, bleeding, incineration and stun. Geralt can inflict them on his enemies, but they can be inflicted on Geralt in turn. The effect will occur depending on whether it is triggered and on Geralt’s resistance.

You can view your chances of causing critical effects in the character panel – the odds can be raised by getting or improving the appropriate skills, acquiring new mutations, drinking potions and using oils.

Geralt’s resistances to critical effects caused by opponents can be raised by getting appropriate skills and wearing appropriate equipment.

3.6 Finisher moves and adrenaline

If you manage to stun an opponent, for example, by using the Aard Sign, you will be able to perform an impressive finisher move, which will instantly kill him. To do so, you only need to strike the stunned enemy. You'll be able to finish your opponents off that way if your chance of causing a critical effect, such as stunning, is high.

Adrenaline accumulates when you learn the Combat acumen, Mutant or Magical sense skill. The adrenaline bar will then appear beneath the vigor bar. When it is full, you will be able to use a special ability – a group finisher move, berserk or the Heliotrope Sign. The X key is used to activate the ability.

The group finisher move – available after you learn the Combat acumen skill. It is a series of impressive blows, which allow you to kill up to three enemies at once.

Berserk – available after you learn the Mutant skill. Once berserk is activated, Geralt will deal supernatural amounts of damage for a short time.

The Heliotrope Sign – available after you learn the Magical sense skill. This Sign warps space and time. It is a barrier that makes your enemies move slower than usual, allowing you to gain incredible advantage, especially when facing multiple opponents.

4. Character advancement

As the story of his adventure advances, so does Geralt. He will learn new abilities, upgrade those he already has, and raise his statistics.

4.1 Experience

Geralt will receive experience points for defeating enemies and for completing quests. After he gets enough experience points, his character level increases. This increases vitality and gives you a talent point which you can use to develop abilities. The maximum character level is 35.

4.2 Abilities

Abilities are the most important part of character advancement. They allow you to raise your statistics and to learn new skills. To develop an ability, you must have talent points available and enter meditation. After selecting the “Character” option, you will see an ability tree divided into four parts: training, swordsmanship, alchemy and magic – these are the development paths that determine your focus in combat. Almost all abilities have their prerequisites, as reflected by the net of connections between them – you cannot get an ability if you do not have the prerequisite one. Two levels of each ability are available.

4.3 Development paths

Training – the primary development path. To begin another path, you must spend at least six talents on the talent path abilities.

Swordsmanship – if you decide to develop this path, Geralt will be better at swordplay. He will deal more damage, suffer less from blocks and have a better chance of causing critical effects on his enemies. This path allows you to learn how to counter enemy blows and execute group finishers. This development path is for the gamers who prefer simple gameplay, focus on strength and head-on combat.

Alchemy – developing this path means you will focus on using potions, oils and bombs. Geralt will become an expert in preparing mixtures. The duration of their effectiveness will increase, and while it lasts, Geralt will deal more damage and regenerate more quickly. This path allows you to learn the berserk mode and to create mutagens as side effects of preparing mixtures. This development path is for gamers who prefer to rack their heads a bit.

Magic – this path allows you to upgrade the Signs you know, which will strengthen their effects, increase the damage they deal and add new traits to them – like incinerating opponents with the Igni Sign or reflecting damage with the Quen Sign. This path allows you to learn the impressive Heliotrope Sign, which warps space and time. This development path is for gamers who prefer the gameplay to be balanced between direct and ranged combat.

You can develop the paths independently of each other, but it is worth noting that the most powerful abilities are at the end of each tree, so you should spend your talents wisely. You cannot un-learn an ability you have learned; once you have made your choice, you have to live with it.

4.3.1 Ability listing

Training

Ability	Level 1	Level 2
Vigor regeneration	Vigor regeneration outside combat + 25 %	Vigor regeneration outside combat + 25%
Hardiness	Vitality + 10	Vitality + 50
Parrying	Unlocks the ability to parry blows from all directions.	Damage reduction when blocking: 100%
Dagger throwing	Unlocks the ability to throw daggers.	Damage dealt by daggers: + 20
Arrow redirection	Unlocks the ability to redirect arrows.	Unlocks the ability to redirect arrows towards the shooter.
Fortitude	Vigor regeneration in combat + 10%	Vigor + 1

Sworsmanship

Ability	Level 1	Level 2
Position	Damage taken from back stabs: 150%	Damage taken from back stabs: 100%
Riposte	Unlocks the ability to counter an opponent's blows	Chance of instant kill when counterattacking: 50%

Feet work	Distance covered while dodging +100%	Distance covered while dodging +200%
Violence	Sword damage +5%	Sword damage +20%
Whirl	Unlocks the ability to deal damage to many opponents. Additional opponents take 50% damage.	Additional opponents take 100% damage.
Guard	Vigor needed to block incoming blows: -25%	Vigor needed to block incoming blows: -50%
Tough Guy	Damage reduction: +5%	Damage reduction: +40%
Schemer	Vigor regeneration during combat: +10%	Vigor regeneration during combat: +40%
Hardy	Vitality +25	Vitality +100
Precision	Chance of critical effect: bleeding: 10%	Chance of critical effect: bleeding: 20%, Sword damage: +20%
Sudden death	Chance of instant kill: +2%	Chance of instant kill: +5%
Finesse	Chance of all critical effects: +5%	Chance of all critical effects: +15%
Invincible	Vitality +50, Damage reduction +10%	Vitality +150, Damage reduction +30%
Combat acumen	Unlocks group finishers, activated after the adrenaline bar charges. Allows the generation of adrenaline through sword blows.	Damage +20%, Damage reduction +20%
Whirlwind	Generation of adrenaline through sword blows: +10%, All resistances: +10%, Chance of all critical effects: +10%	Generation of adrenaline through sword blows: +30%, All resistances: +20%, Chance of all critical effects: +20%

Alchemy

Ability	Level 1	Level 2
Alchemist	Bomb damage: +10%, Trap damage: +20%	Bomb damage: +20%, Trap damage: +20%
Synthesis	Vitality +10	Vitality +50
Side effect	Chance of creating a mutagen as a byproduct of alchemy: 2%	Chance of creating a mutagen as a byproduct of alchemy: 10%
Specialization: potions	Potion duration +10%	Potion duration +40%
Harvester	Alchemical ingredients harvested: +50%	Alchemical ingredients harvested: +100%
Catalysis	Effects of potions taken: +15%	Effects of potions taken: +35%
Specialization: oils	Oil duration: +10%	Oil duration: +40%
Transmutation	Effects of all oils used +15%	Effects of all oils used +35%
Impregnation	Effects of all mutagens +15%	Effects of all mutagens +35%
Taster	Unlocks the ability to drink an additional potion.	Damage reduction when intoxicated +10%
Condensation	Vigor regeneration when intoxicated +15%	Vigor regeneration when intoxicated +35%
Metathesis	Damage when intoxicated +10%	Damage when intoxica- ted +30%
Berserker	Chance of an instant kill when intoxicated +1%	Chance of an instant kill when intoxicated +3%
Mutant	Unlocks berserk mode, activated after the adrenaline bar charges. Allows adrenaline gene- ration when intoxicated.	Adrenaline generation when intoxicated +25%
Amplification	Adrenaline genera- tion when intoxicated +15%, Damage when intoxicated +10%, Damage reduction when intoxicated +10%	Adrenaline genera- tion when intoxicated +50%, Damage when intoxicated +30%, Damage reduction when intoxicated +30%

Magic

Ability	Level 1	Level 2
Enhanced Aard Sign	Unlocks Aard Sign level II. Aard Sign deals damage to opponents. Sign damage: 1. Sign range + 2m	Unlocks Aard Sign level III. Aard Sign deals damage to opponents. Sign damage: 6. Aard Sign has an area effect. Sign range + 6m
Destructive magic	Sign damage +5	Sign damage +10, vigor +1
Enhanced Axii Sign	Unlocks Axii Sign level II. Hexed opponent gets: Vitality +20%, Damage dealt +20%	Unlocks Axii Sign level III. Hexed opponent gets: Vitality +50%, Damage dealt +50%
Enhanced Quen Sign	Unlocks Quen Sign level II. Quen reflects 20% damage. Sign duration +20s	Unlocks Quen Sign level III. Quen deflects 50% damage. Sign duration +60s
Magic intensification	Sign power +1	Sign power +2, Damage reduction +10%
Venting	Quen transfers reflected damage to two enemies.	Quen transfers reflected damage to three enemies.
Fatal attraction	Enables to hex up to two opponents with Axii Sign.	Enables to hex up to three opponents with Axii Sign.
Magical vigor	Vigor +1	Vigor +2
Enhanced Igni Sign	Unlocks Igni Sign level II. Chance to incinerate an opponent. Sign range +3m	Unlocks Igni Sign level III. Igni Sign has an area effect Sign range +6m
Enhanced Yrden Sign	Unlocks Yrden Sign level II. The player can set two traps.	Unlocks Yrden Sign level III. The player can set three traps.
Glyph enhancement	Yrden traps join together, making it impossible for opponents to move between glyphs.	The glyph it creates deals damage to opponents: 5 damage/s

Energy flow	Critical effect chance of Signs +5%	Critical effect chance of Signs +25%
Magical life force	Vitality +50	All resistances +5%
Magical sense	Unlocks Heliotrope Sign, activated after the adrenaline bar charges. Allows the generation of adrenaline through Signs.	All resistances +5%, Adrenaline generation through Signs +50%
Control over the Power	All resistances +20%, Sign damage +30%, Adrenaline generation through Signs +10%	All resistances +5%, Sign damage +10%, Adrenaline generation through Signs +65%

4.4 Mutagens

Mutagens are powerful mutation-triggering agents. They allow you to raise your abilities even further. Mutagens can be acquired in two ways: you can loot one from a defeated enemy or you can create one as a byproduct of alchemy. To undergo mutation, enter meditation, and then select the „Character“ option and find an ability that has a mutagen slot. The mutation cannot be reversed.

Mutagens usually take one of three forms: lesser, basic and greater. Each of these forms raises the character's statistics, but by a different amounts.

Mutagen variants:



Critical effects mutagen

Effect: increases the chance of causing critical effect.



Range mutagen

Effect: increases the range of the Aard, Igni and Axii Signs.



Vitality mutagen

Effect: increases vitality.



Power mutagen

Effect: increases sword damage.



Strength mutagen

Effect: increases damage reduction.



Concentration mutagen

Effect: increases Sign damage.

5. Alchemy

Regardless of whether you select the alchemist development path or not, mastering the art of preparing potions and oils as well as producing bombs will be an important gameplay element. The skilful use of these items may save your skin many times. Alchemical knowledge is important for a witcher, since he can often use it to increase the damage he deals, his regeneration abilities, or the chances to cause a critical effect.

5.1 Types of alchemical mixtures

In this game you have the ability to use alchemy in order to create three types of items:

Potions – drank before combat, they temporarily raise your statistics. These are liquid mixtures that are created by adding special ingredients, such as herbs and monster body parts, to an alchemical base – usually alcohol. Drinking a potion equals poisoning one's organism, therefore, apart from enhancing certain senses, most potions have side effects.

Oils – blade coatings used before combat. These allow to temporarily raise damage dealt to specific opponents, or raise the chance of causing a critical effect. They have no side effects.

Bombs – distance weapons that allow you to surprise the opponent and stun, incinerate or panic him. Often a bomb used at the appropriate moment, for example against a group of enemies, can help you gain the upper hand in a tough fight.

5.2 Acquiring formulae

To prepare a mixture, you must know what alchemical ingredients to mix – formulae and recipes are helpful in that regard. Since Geralt has only basic alchemical knowledge, he can't prepare all the mixtures, which are often the results of experiments by mages or herbalists. Formulae can be acquired in three ways in-game: as a reward after completing a quest, bought in a shop or found as loot. When you learn a new formula, it will be available in your equipment, journal and the alchemy panel.

5.3 Ingredients

Nine natural substances are used when producing potions, oils and bombs. They are: Vitriol, Hydragenum, Rebis, Aether, Quebrith, Vermillion, Caelum, Sol and Fulgur.

These substances are found in alchemical ingredients: herbs and monster body parts – for example in Nekker claws. When you pick up an alchemical ingredient, you'll be able to check what substance it contains in your equipment and in the alchemy panel.

5.4 Preparing mixtures and bombs

To create a mixture or bomb, enter meditation and then the alchemy panel. To the left you will see the list of formulae you know; to the right you will see the available alchemical ingredients. The order in which you should mix the alchemical substances is visible at the bottom of the screen. To do so, you can manually add each substance by scrolling the list to the right, or use the slot auto filling option to automatically fill the central alchemy panel with substances necessary for a given formula. When you mix the ingredients in the proper order, the mixture will be created and added to your equipment.

POTIONS

Cat



Effect: allows seeing in total darkness and through walls. Decreases damage dealt.

Toxicity: low

Gadwall



Effect: increases vitality regeneration at the expense of vigor and damage dealt.

Toxicity: high

Tawny Owl



Effect: increases vigor regeneration.

Toxicity: low

Wolf



Effect: increases chance of causing critical effects, for Igni incineration and for Aard knockdown.

Toxicity: low

Rook



Effect: increases sword damage.

Toxicity: low

Swallow



Effect: increases vitality regeneration.

Toxicity: low

Golden Oriole



Effect: increases all resistances.

Toxicity: low

Tiara



Effect: decreases vigor loss when blocking at the expense of vitality and damage dealt.

Toxicity: high

Stammelford's Philter



Effect: increases Sign power at the cost of vitality.

Toxicity: medium

Maribor Forest



Effect: increases vigor at the expense of vitality and chance of causing critical effect.

Toxicity: high

Lapwing



Effect: considerably increases vigor regeneration at the expense of vitality and resistances.

Toxicity: high

Virga



Effect: increases damage reduction at the expense of resistances and chance of causing critical effects.

Toxicity: medium

White Raffard's Decoction



Effect: increases vitality at the expense of damage dealt.

Toxicity: very high

Petri's Philter



Effect: increases Sign damage.

Toxicity: very high

Badger



Effect: considerably increases chance of causing critical effects, for Igni incineration and for Aard knockdown.

Toxicity: very high

Thunderbolt



Effect: considerably increases damage dealt at the expense of vitality and its regeneration.

Toxicity: very high

OILS



Necrophage Oil

Effect: increases damage to necrophages.



Hanged Man's Venom

Effect: increases damage to humanoids.



Specter Oil

Effect: increases damage to wraiths.



Brown Oil

Effect: increases chance of causing critical effect: bleeding.

Falka's Blood

Effect: increases maximum sword damage.



Whirl

Effect: increases sword damage.



Spider Oil

Effect: increases chance of causing critical effect: poisoning



BOMBS



Samum

Effect: stuns and immobilizes all enemies in range.



Beehive

Effect: after detonating wounds all enemies in range with shrapnel.



Devil's Puffball

Effect: releases a cloud of poison gas.



Dancing Star

Effect: explodes with fire and wounds enemies.



Dragon's Dream

Effect: releases a cloud of flammable gas.

Firefly

Effect: blinds and immobilizes all enemies in range.



Flare

Effect: Illuminates the surrounding area when detonated.



Stenchbulb

Effect: releases a foul-smelling cloud that decreases the statistics of all enemies within it.



6. Inventory

During the game, you will find a lot of items that you can put into your traveling bag – to use or sell later. The inventory panel displays items sorted into groups: swords, ranged weapons, armors, upgrades, potions, traps, bombs, books, mutagens, alchemical ingredients, crafting components and quest items. Geralt's traveling bag is visible to the left, and his current equipment to the right. You can move items by dragging them between the traveling bag and the equipment worn. In the panel's upper section you can see the orens you own, as well as the total weight of carried items. When it exceeds a total of 200 , Geralt will be overloaded and won't be able to run, drastically reducing his combat capabilities.

6.1 Sword and armor upgrades

In time, you will find armor and sword upgrades, allowing you to improve the qualities of these items. You can only upgrade those items that contain slots for runes and enhancements. When you own such a sword or armor and an upgrade, enter the equipment panel and drag the upgrade in question to a chosen item – it will be upgraded. You cannot undo an upgrade.

6.2 Crafting items

In the game, you can do more than just create mixtures based on available formulae. You can also craft items based on found or bought diagrams. Unfortunately Geralt doesn't know how to forge sword or make gauntlets, so to craft an item he must go to a qualified craftsman. Said craftsman must be provided with crafting components – such as wood, leather or twine - and he'll use a diagram to craft an item.

When you find a craftsman and pick an appropriate dialogue option, you will see the item creation panel. The diagrams you own will be visible to the right, and crafting components will be visible to the left. After picking a diagram, the order and amount of crafting components necessary to craft the item will appear at the center. You can fill the list manually, clicking specific components on the list to the right, or automatically. After filling the list, you can craft the item, which will be added to the inventory.

7. Minigames

The minigames give you a chance of earning extra coins, getting additional experience points – when you're taking part in a tournament – and, in some cases, getting quest items. You will usually find the opponents you can face at inns.

7.1 Dice poker

Everyone plays dice poker – humans, elves and dwarves. No wonder, since the game is known for its simple rules and high bets. To begin a game pick the dialogue options „Let's play dice“. You will play using five six-sided dice, and the game goes as follows:

- A dice poker board will appear after beginning the game. Your dice are at the bottom, while your opponent's at the top.
- You place your bid using a slider. Your opponent can raise it, and you can accept that or pass.
- You roll the dice by placing them above the board and clicking the left mouse button. Moving the mouse when rolling influences the direction the dice will roll and how strong the throw will be. You must be careful not to throw them beyond the board. Your opponent rolls his dice after you roll yours.
- Now you can compare your dice roll to your opponent's.
- Click the dice you would like to roll again. They will be highlighted. After accepting your choice, you will be able to increase your bid and make another roll.
- After your opponent's roll, the dice are compared, and the player with the better roll takes the money.

Winning rolls, from highest to lowest:

Five-of-a-kind – five dice showing the same value

Four-of-a-kind – four dice showing the same value

Full House – a pair and a three

Six-high strait – dice showing 2, 3, 4, 5 and 6

Five-high strait – dice showing 1, 2, 3, 4 and 5

Three-of-a-kind – three dice showing the same value

Two pairs – dice showing two matched pairs of values

One Pair – dice showing a single matched pair of values

Should both players have the same roll, the winner is determined by the value of his roll. If both players have the same roll and value, it's a draw.

7.2 Fistfighting

Fistfighting is not a pastime for gentlemen, but there were never many of these in Temeria, so Geralt easily kept in good shape. A fistfighting tournament can be entered at every inn by talking to the self-appointed fight organizer and selecting the appropriate dialogue option. Before you begin your fight, you will have to place your bet. The stronger opponent, the higher the maximum bet.

When you enter fistfighting mode, you will see your opponent in front of you. His health bar is above him, yours is where it always is. The winner is the one to lower his opponent's health to a critical level first, in other words the one to bring the other down and knock him out.

This dynamic minigame requires good reflexes. The fight uses the Quick Time Event (QTE) mechanism, meaning that to make a blow, a series of blows or a counterattack, you will have to press the right keys at the right time. During the short time when hints are displayed, you will be able to view the fight in slow motion. Failing to press the right key will result in being hit by the opponent, and multiple failures in losing the fight.

After winning a fight, you get the money you and your opponent bid earlier, and you will be able to try again, but this time against a stronger fistfighter. Should you lose, you will lose your money. To get them (and your honor) back, all you need to do is talk to the fight organizer about payback.

7.3 Arm wrestling

Arm wrestling a pastime of frequent visitors to inns – bored with continuous drinking and preferring hard biceps to strong fists and lost teeth. To begin this minigame, find a usually sitting opponent and choose the appropriate dialogue option. Before you sit at the table and begin the contest, you should choose your bid. Then the match will begin. To win, you must to slam your opponent's hand to the table. You need to keep the fist cursor within the yellow bar that will be moving beneath the opponent's. You move the cursor using the mouse. The winner takes the money that was bet earlier.

This sport is especially beloved by the dwarves, who work in mines and smithies daily. They're among the most difficult opponents.

8. Default keys

ACTION

Forward
Back
Left
Right
Walk
Interact
Use medallion
Quick menu

KEY

W
S
A
D
Shift
Left/right mouse button
Z
Ctrl

COMBAT

Draw steel sword/additional weapon
Draw silver sword
Next Sign
Next quickslot
Sheathe sword
Make a swift blow
Make a strong blow
Use a Sign
Use a quickslot item
Block
Special ability
Roll
Roll forward
Roll back
Roll left
Roll right

1
2
3
4
0
Left mouse button
Right mouse button
Q/middle mouse button
R
E
X
Space
W (twice)
S (twice)
A (twice)
D (twice)

PANELS

Inventory
Journal
M p a
Character
Meditation

I
J
M
C
Ctrl + Esc

OTHER

Exit game
Quicksave
Control toggle

Esc
F5
Insert

You can use the Insert key to switch controls to an Xbox 360.



ESPAÑOL (QUICKSTART)

1. Antes de empezar

1.1 Instalación del juego y los controladores

- Inserta el disco de juego de **The Witcher 2: Assassins of Kings** en la unidad de DVD de tu ordenador.
- Si tienes activada la función de reproducción automática, la pantalla de instalación inicial aparecerá automáticamente. De lo contrario, ejecuta el archivo Setup.exe de la unidad de DVD.
- Sigue las instrucciones en pantalla. Selecciona la opción de instalación rápida para instalar el juego en el directorio predeterminado, o la opción de instalación personalizada para elegir tú mismo el directorio de instalación.
- Una vez instalado el juego, podrás iniciarlo.

The Witcher 2: Assassins of Kings requiere controladores para DirectX® 9.0c o superior. Si no dispones de DirectX®, el instalador te pedirá que aceptes un acuerdo de licencia e instalará la versión de DirectX® más reciente.

1.2 Nueva partida

Selecciona esta opción para comenzar una partida nueva. Hay cuatro niveles de dificultad disponibles.

Fácil: para jugadores inexpertos. Geralt se topa con rivales más débiles, sufre menos daños e inflige más daños a su vez. La mayoría de los combates se pueden ganar solo con una espada.

Media: para jugadores intermedios. El nivel de los rivales es normal y el sistema de juego está equilibrado. La mayoría de las batallas se pueden ganar con una espada y señales mágicas.

Difícil: para jugadores experimentados. Los rivales infligen más daños y es más difícil conseguir objetos. Muchas batallas requieren el uso de una espada, magia y alquimia.

Loca: para jugadores increíblemente dotados que esperan un nivel de dificultad notable. Los rivales infligen muchísimo daño y no puedes cargar partidas guardadas si Geralt muere. Este nivel es más duro que el nivel Difícil.

1.3 Opciones

Escoge este menú para ajustar las opciones de juego que quieras.

Opciones generales: este panel te permite cambiar opciones de juego, como mostrar subtítulos y claves en pantalla, ver marcadores del minimapa y visualizar controles.

Opciones gráficas: este panel te permite cambiar los ajustes de visualización, es decir, la saturación, el contraste y la resolución.

Opciones de sonido: este panel te permite configurar el volumen de la música, de los sonidos de fondo y de los diálogos.

Extras: este panel te permite consultar material adicional del juego.

1.4 Guardar y cargar la partida

El juego guardará automáticamente la partida de vez en cuando en puntos importantes. También es conveniente guardar la partida por ti mismo en los momentos en que lo estimes oportuno. Basta con pulsar la tecla F5. Puedes cargar una partida guardada si seleccionas la opción “Cargar partida” en el menú, donde encontrarás una lista de partidas guardadas. Durante el juego, puedes usar la tecla de carga rápida para cargar la última partida guardada.

1.5 Salir del juego

Selecciona esta opción para salir del juego.

2. Comienzo del juego y del tutorial

Juegas en el papel de Geralt de Rivia. Comienzas la partida en las mazmorras de los La Valette, donde te interroga Vernon Roche. Tu primer cometido es convencerlo de que no tiene derecho a detenerte.

Cada vez que tengas la oportunidad de realizar una nueva acción o aprender mecanismos de juego y de la interfaz, aparecerá un tutorial en pantalla para explicarte elementos de juego básicos.

3. Controles predeterminados

ACCIÓN

Adelante
Atrás
Izquierda
Derecha
Caminar
Interactuar
Usar medallón
Menú rápido

TECLA

W
S
A
D
Mayús
Botón izquierdo/derecho del ratón
Z
Ctrl

COMBATE

Desenvainar espada de acero/arma adicional
Desenvainar espada de plata
Señal siguiente
Siguiente espacio rápido
Envainar espada
Realizar un golpe rápido
Realizar un golpe fuerte
Usar una señal
Usar objeto de un espacio rápido
Bloquear
Habilidad especial
Rodar
Rodar hacia delante
Rodar hacia atrás
Rodar a la izquierda
Rodar a la derecha

1
2
3
4
0
Botón izquierdo del ratón
Botón derecho del ratón
Q/botón central del ratón
R
E/Alt
X
Barra espaciadora
W (dos veces)
S (dos veces)
A (dos veces)
D (dos veces)

PANELES

Inventario
Diario
Mapa
Personaje
Meditación

I
J
M
C
Ctrl + Esc

OTROS

Salir del juego
Guardado rápido
Cambiar control

Esc
F5
Insert

Puedes utilizar la tecla Insert para cambiar los controles y usar un Mando Xbox 360.



PORTUGUÊS (QUICKSTART)

1. Antes de começar

1.1. Instalação do jogo e do controlador

- Coloca o disco de jogo **The Witcher 2: Assassins of Kings** na unidade de DVD.
- O ecrã de instalação inicial surgirá automaticamente, caso a execução automática esteja activada. Caso contrário, executa o ficheiro Setup.exe a partir da unidade de DVD.
- Segue as instruções no ecrã. Selecciona a opção de instalação rápida para instalar o jogo num directório predefinido, ou a de instalação personalizada para seleccionares o directório da instalação.
- Após a instalação, poderás iniciar o jogo.

The Witcher 2: Assassins of Kings requer controladores compatíveis com DirectX® 9.0c ou superior. Caso o sistema não possua DirectX®, o instalador solicitar-te-á que aceites um acordo de licença e instalará a versão mais recente do DirectX®.

1.2. New game (Novo jogo)

Selecciona esta opção para dar início a um novo jogo. Há quatro níveis de dificuldade disponíveis.

Low (Baixo) – para jogadores inexperientes. Geralt confronta-se com adversários mais fracos e sofre menos danos ao mesmo tempo que inflige danos maiores. A maioria das batalhas pode ser vencida usando apenas uma espada.

Medium (Médio) – para jogadores médio-avanzados. Os adversários são de nível normal. A jogabilidade é equilibrada. A maioria das batalhas pode ser vencida usando uma espada e símbolos mágicos.

High (Alto) – para jogadores muito experientes. Os adversários infligem fortes danos e é mais difícil recolher itens. Muitas batalhas requerem o uso de espada, magia e alquimia.

Insane (Tresloucado) – para jogadores com invulgar perícia, que esperam um grau de dificuldade extremo. Os adversários infligem danos enormes e não se pode carregar um jogo guardado se o Geralt morrer. Este nível de dificuldade é mais elevado que o Alto.

1.3. Options (Opções)

Escolhe esta opção para configurares as opções de jogo ao teu gosto.

Gameplay options (Opções de jogabilidade) – este painel permite-te mudar as opções de jogabilidade, como mostrar as legendas e as teclas no ecrã, mini-mapas e comandos.

Graphics options (Opções gráficas) – este painel permite-te mudar as configurações visuais – saturação, contraste e resolução.

Sound options (Opções de som) – este painel permite-te configurar o volume da música, os sons do ambiente e dos diálogos.

Extras – Este painel permite-te visualizar material de jogo adicional.

1.4. Guardar e carregar o jogo

O jogo é gravado automaticamente, periodicamente, em pontos importantes do jogo. Também deverás guardar manualmente o jogo em momentos que consideres apropriados. Para o efeito, deverás usar a tecla F5. Poderás carregar um jogo guardado seleccionado a opção “Load game” (Carregar jogo) no menu, onde encontrarás uma lista dos jogos guardados. Durante o jogo, poderás usar a tecla de carregamento rápido para carregar o jogo guardado mais recente.

1.5. Exit game (Sair do jogo)

Escolhe esta opção para saíres do jogo.

2. Dar início ao jogo e tutorial

Jogarás na pele de Geralt of Rivia. Começas o jogo nas masmorras de La Valettes, ao seres interrogado por Vernon Roche. A tua primeira tarefa é convencer o homem de que não tem o direito de manter detido.

De cada vez que te for dada a oportunidade de levar a cabo uma nova acção, aprender os mecanismos de jogo e da interface, surgirá um tutorial no ecrã. O tutorial explicar-te-á os elementos básicos do jogo.

3. Teclas predefinidas

ACÇÃO

Para a frente
Retroceder
Para a esquerda
Para a direita
Caminhar
Interagir
Utilizar o medalhão
Quick menu (menu rápido)

TECLA

W
S
A
D
Shift
Botão esquerdo/direito do rato
Z
Ctrl

COMBATE

Empunhar espada de aço/arma adicional
Empunhar espada de prata
Próximo símbolo
Próxima quickslot
Embainhar espada
Executar golpe rápido
Executar golpe forte
Usar um símbolo
Usar um item da quickslot
Bloquear
Habilidades especiais
Rebolar
Rebolar para a frente
Rebolar para trás
Rebolar para a esquerda
Rebolar para a direita

1
2
3
4
0
Botão esquerdo do rato
Botão direito do rato
Q/botão do meio do rato
R
E/Alt
X
Espaço
W (duas vezes)
S (duas vezes)
A (duas vezes)
D (duas vezes)

PAINÉIS

Inventário
Diário
Mapa
Personagem
Meditação

I
J
M
C
Ctrl + Esc

OUTRO

Sair do jogo
Gravação rápida
Alternar comandos

Esc
F5
Inserir

Poderás usar a tecla inserir para mudar os controlos para uma Xbox 360.



SVENSKA (QUICKSTART)

1. Innan du börjar

1.1 Spel- och hårddiskinstallation

- Sätt in **The Witcher 2: Assassins of Kings**-skivan i din DVD-enhet.
- Installationsskärmen öppnas automatiskt om autorun är aktiverat. Kör Setup.exe-filen från DVD-skivan om den inte öppnas.
- Följ instruktionerna på skärmen. Välj snabbinstallationen för att installera spelet i förinställd katalog, eller den avancerade installationen om du själv vill välja installationskatalog.
- Efter installationen kan du starta spelet.

The Witcher 2: Assassins of Kings kräver DirectX®9.0c eller senare. Om du inte har DirectX® kommer installationsprogrammet be dig att acceptera ett licensavtal för att sedan kunna installera senaste DirectX®-versionen.

1.2 New game (nytt spel)

Välj det här alternativet för att starta ett nytt spel. Det finns fyra svårhetsgrader i spelet att välja mellan.

Low (lätt) – för oerfarna spelare. Geralt möter svagare motståndare och tar mindre skada, medan han själv gör mer skada. De flesta strider kan vinnas med enbart ett svärd.

Medium (medel) – för erfarna spelare. Motståndarna är normalsvåra att möta. Spelet är balanserat. De flesta strider kan vinnas med hjälp av ett svärd och magiska tecken.

High (svår) – för mycket erfarna spelare. Motståndarna gör mycket skada och det är svårare att hitta föremål. Många strider kräver användandet av svärd, magi samt alkemi.

Insane (extrem) – för extremt erfarna spelare som vill ha ett väldigt svårt spel. Motståndarna gör mycket skada och inga sparade spel kan laddas om Geralt dör.

1.3 Options (inställningar)

Välj detta om du vill göra ändringar till spelets inställningar.

Gameplay options (spelinställningar) – här kan du göra spelinställningar som att visa undertexter och tangenter på skärmen, markörer på minikartan. Du kan även göra inställningar till kontrollen.

Graphics options (grafikinställningar) – här kan du göra bildskärmsinställningar – ändra mättnad, kontrast och skärmutlösning.

Sound options (ljudinställningar) – här kan du ställa in ljudvolym för musik, bakgrundsljud och dialoger.

Extras (extra) – här kan du se ytterligare spelmaterial.

1.4 Spara och ladda spel

Spelet skapar automatiskt en sparfil vid viktiga punkter i spelet. Du bör också spara spelet själv vid lämpliga tillfällen. Det gör du med F5-tangenten. Du kan ladda ett sparat spel genom att välja Load game (ladda spel) i menyn. Där hittar du en lista med sparade spel. Under spelets gång kan du använda snabbbladdningstangenten för att ladda det senast sparade spelet.

1.5 Exit game (avsluta spel)

Välj detta alternativ för att avsluta spelet.

2. Början av spelet samt dess träningsavsnitt

Du spelar som Geralt av Rivia. Du börjar spelet i La Valettes fängelsehålor, där du blir förhörd av Vernon Roche. Din första uppgift är att övertyga honom att han inte har rätt att kvarhålla dig.

Varje gång du kan utföra något nytt, lära dig en ny spelmekanism eller något i gränssnittet, visas en guide på skärmen. Denna guide förklarar de grundläggande funktionerna.

3. Standardtangenter

FUNKTION

Framåt
Bakåt
Vänster
Höger
Gå
Interagera
Använd Medaljong
Snabbmeny

TANGENT

W
S
A
D
Shift
Vänster/höger musknapp
Z
Ctrl

STRID

Dra stålsvärd/ytterligare vapen
Dra silversvärd
Nästa tecken
Nästa snabbplats
Placera svärd i fodral
Gör ett snabbt slag
Gör ett kraftigt slag
Använd ett tecken
Använd ett snabbplatsföremål
Parera
Specialförmåga
Rulla
Rulla framåt
Rulla bakåt
Rulla vänster
Rulla höger

1
2
3
4
0
Vänster musknapp
Höger musknapp
Q/mittersta musknappen
R
E/Alt
X
Space
W (dubbelklicka)
S (dubbelklicka)
A (dubbelklicka)
D (dubbelklicka)

FÖNSTER

Inventory (förråd)
Journal
Karta
Karaktär
Meditation

I
J
M
C
Ctrl + Esc

ANNAT

Avsluta spel
Snabbspara
Växla kontroller

Esc
F5
Insert

Du kan använda dig av Insert-tangenten för att ändra kontrollerna till Xbox 360-kontroller.

SUOMI (QUICKSTART)

1. Ennen aloitusta

1.1 Pelin ja ohjaimen asennus

- Aseta **The Witcher 2: Assassins of Kings** -pelilevy DVD-asemaasi.
- Alkuasennusruutu näkyy automaattisesti, jos autorun-ominaisuus on käytössä. Mikäli se ei ole käytössä, käynnistä Setup.exe-tiedosto DVD-asemalta.
- Seuraa ruudulla näkyviä ohjeita. Asenna peli oletuskansioon valitsemalla fast installation (pika-asennus) -vaihtoehto tai valitse asennuskansio itse valitsemalla non-standard installation (yksilöllinen asennus).
- Asennuksen jälkeen voit käynnistää pelin.

The Witcher 2: Assassins of Kings vaatii DirectX® 9.0c:n tai sitä paremmat ohjaimet. Mikäli DirectX®:ää ei ole, asennusohjelma pyytää sinua hyväksymään lisenssisopimuksen ja asentaa uusimman DirectX®-version.

1.2 New game (Uusi peli)

Aloita uusi peli valitsemalla tämä vaihtoehto. Pelissä on neljä vaikeustasoa.

Low (Helppo) – Kokemattomille pelaajille. Geralt kohtaa heikompia vastustajia ja vahingoittuu vähemmän saaden kuitenkin itse aikaan enemmän vahinkoa. Suurin osa taisteluista on voitettavissa ainoastaan miekkaa käyttämällä.

Medium (Keskivaikea) – Hieman edistyneemmille pelaajille. Vastustajien tasot ovat normaaleja. Pelaaminen on tasapuolista. Suurin osa taisteluista on voitettavissa miekan ja taikamerkkien avulla.

High (Vaikea) – Erittäin kokeneille pelaajille. Vastustajat saavat paljon vahinkoa aikaan, ja esineiden hankkiminen on vaikeampaa. Monet taistelut vaativat miekan, taikojen ja alkemian käyttöä.

Insane (Mieleton) – Poikkeuksellisen taitaville pelaajille, joiden taidot vaativat erittäin korkean vaikeustason. Vastustajat saavat hyvin paljon vahinkoa aikaan, ja tallennettua peliä ei voi ladata uudelleen Geraltin kuollessa. Tämä vaikeustaso on korkeampi kuin High (Vaikea).

1.3 Options (Asetukset)

Määrittele haluamasi peliasetukset valitsemalla tämä vaihtoehto.

Gameplay options (Pelin asetukset) – Tässä ruudussa voit vaihtaa pelin asetuksia, kuten tekstityksen ja avainten näyttöä ruudulla, pienkartan merkkejä sekä ohjaimia.

Graphics options (Grafiikka-asetukset) – Tässä ruudussa voit vaihtaa näytön asetuksia – värien kylläisyyttä, kontrastia ja tarkkuutta.

Sound options (Ääniasetukset) – Tässä ruudussa voit säätää musiikin, taustäänänten ja vuoropuheluiden äänenvoimakkuuksia.

Extras (Lisäsisältö) – Tässä ruudussa voit tarkastella pelin lisämateriaalia.

1.4 Pelin tallentaminen ja lataaminen

Peli tallennetaan ajoittain tärkeissä kohdissa automaattisesti. Sinun on syytä myös tallentaa peli itse sopivaksi katsomissasi kohdissa. Tähän tarkoitukseen on olemassa F5-painike. Voit ladata tallennetun pelin valitsemalla valikosta "Load game (Lataa peli)" -vaihtoehdon, josta löydät tallennettujen pelien luettelon. Peliä pelaessasi voit ladata viimeisimmän pelitallennuksen pikalatausnäppäimen avulla.

1.5 Exit game (Lopeta peli)

Lopeta peli valitsemalla tämä vaihtoehto.

2. Pelin aloitus ja opastus

Pelaat peliä Geralt Rivialaisena. Aloitat pelin La Valettesin vankityrmästä, jossa Vernon Roche kuulustelelee sinua. Ensimmäinen tehtäväsi on vakuuttaa hänet siitä, ettei hänellä ole oikeutta pitää sinua vangittuna.

Joka kerta saadessasi tilaisuuden suorittaa uuden toiminnon tai oppia pelin mekanismeja ja vuorovaikutusta ruudulla näkyy opastus. Se esittelee pelin peruselementtejä.

3. Oletusnäppäimet

TOIMINTO

Eteenpäin
Taaksepäin
Vasemmalle
Oikealle
Kävele
Vuorovaikuta
Käytä medaljonkia
Pikavalikko

NÄPPÄIN

W
S
A
D
Vaihtonäppäin
Hiiren oikean-/vasemmanpuoleinen painike
Z
Ctrl

TAISTELU

Vedä esiin teräsmiekka/lisäase
Vedä esiin hopeamiekka
Seuraava merkki
Seuraava pikapaikka
Laita miekka tuppeen
Lyö nopea isku
Lyö kova isku
Käytä merkkiä
Käytä pikapaikan esinettä
Torju
Erikoiskyky
Kieri
Kieri eteenpäin
Kieri taaksepäin
Kieri vasemmalle
Kieri oikealle

1
2
3
4
0
Hiiren vasemmanpuoleinen painike
Hiiren oikeanpuoleinen painike
Q/hiiren keskimmäinen painike
R
E/Alt
X
Välilyöntinäppäin
W (kaksi kertaa)
S (kaksi kertaa)
A (kaksi kertaa)
D (kaksi kertaa)

OHJAUSTAULUT

Tavaraluettelo
Päiväkirja
Kartta
Hahmo
Meditaatio

I
J
M
C
Ctrl + Esc

MUU

Lopeta peli
Pikatalennus
Ohjauspainike

Esc
F5
Insert

Voit siirtää ohjauksen Xbox 360 -ohjaimeen painamalla Insert-näppäintä.

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